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# “The worst thing about iMo-Learn is when we do not use it”

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## Introduction

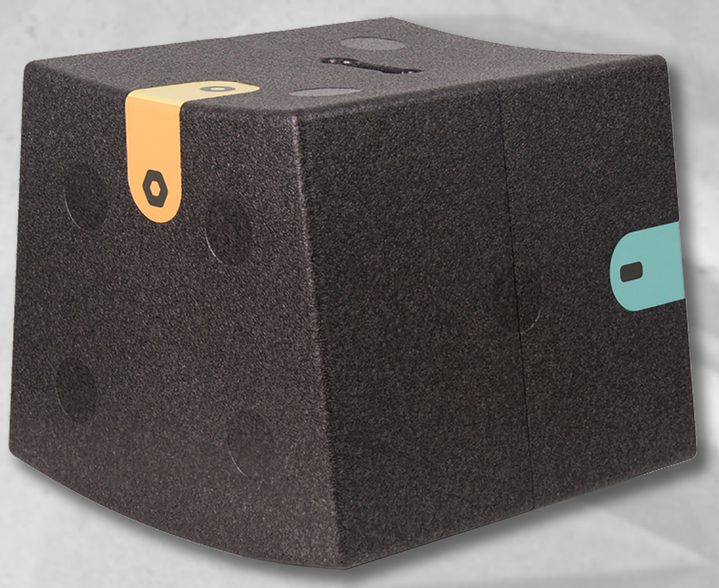
iMo-Learn is designed to facilitate Physical Activity (PA) and mediate academic learning through Game-Based Learning (GBL). Research shows that GBL and PA can improve the learning achievements of students.

**The aim is to evaluate and analyze how iMo-Learn affects the learning environment of three Danish schools.**

*”Tell me and I forget.*
*Teach me and I remember.*
*Involve me and I learn.”*
*- Benjamin Franklin*

*Analog active learning*

*Dynamic Sitting*



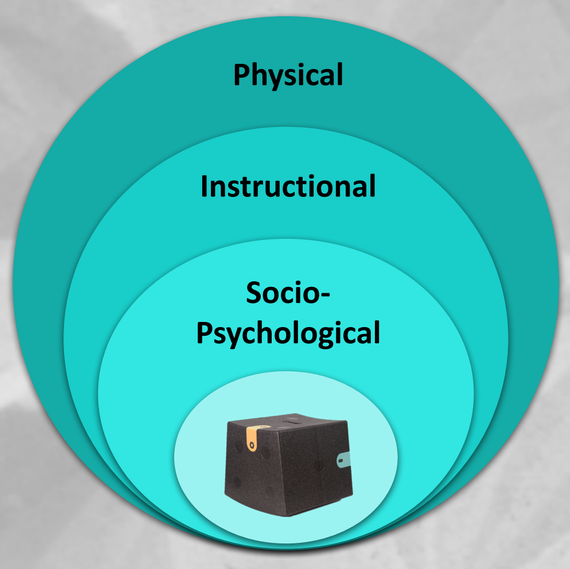
*Digital active learning*

## Methodology

- An Action Research approach with involvement of teachers and students were used.
- Observations, interviews, and teacher reflections were applied to gain in-depth insight.

## Working Model

The working model is a theoretical framework for investigating how iMo-Learn are influencing the learning environment.




iMo-Learn is placed in the ***physical environment,*** the outer circle, and includes how the classroom is organised. The second circle is the ***instructional environment,*** which indicates how the teaching is enacted through the teachers’ pedagogy. The closest circle to iMo-Learn represents the ***socio-psychological environment,*** which is how the students experience their learning and being in the classroom.

The working model considers the interests of the teachers, the GBL artifact and a qualitative holistic striving for understanding the learning environment.

## Preliminary results

The working model supported in-depth insights in how iMo-Learn affects each level of the learning environment. Findings on the instructional- and socio-psychological environment indicates that iMo-Learns dynamic functionality increases students’ motivation for learning.

iMo-Learn thereby contributes to promote an engaging and physical active learning environment.

## Key point

In a real-life classroom setting, digital learning games which do not work flawlessly are quickly rejected by the teachers. Technical functionality should be thoroughly tested prior to implementation

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